

WHAT IS CLAIMED:

1. A method for game play in a multi-level game of chance culminating in a final level, comprising the steps of:

presenting, at a given level, a plurality of random options wherein at least one option is a positive option, another option is a negative option, and a third option requires a further decision,

receiving a selection regarding which one of the plurality of random option is selected, and

if the positive option was selected, cumulating the positive option result with the prior positive option results, but

if the negative option was selected, cumulating the negative option result, comparing the cumulative result with a predetermined number, and replaying the same level if the cumulative number is less than the predetermined number or terminating the game if the cumulative number equals the predetermined number, and

if the third option was selected, receiving a selection regarding the decision, respecting the above steps until the player stops, the predetermined number of negative events occurring or the final level is related.

2. The method for game play of claim 1 wherein the positive result comprises a monetary amount.

3. The method for game play of claim 1 wherein the positive result comprises a point amount.

4. The method for game play of claim 1 wherein the negative result comprises a strike.

5. The method for game play of claim 1 wherein the predetermined number is three.

6. The method for game play of claim 1 wherein the predetermined number is greater than three.

7. The method for game play of claim 1 wherein the number of random options is three.

5 8. The method for game play of claim 1 wherein the number of random options is four.

9. The method for game play of claim 8 wherein there are two positive options among the random options at a given level.

10 10. The method for game play of claim 9 wherein the two positive options are the same.

11 11. The method for game play of claim 1 wherein the two positive options are different.

12. The method for game play of claim 1 wherein there are at least give levels.

13. The method for game play of claim 1 wherein there are at least ten levels

20 14. The method for game play of claim 1 wherein there are at least fifteen levels.

25 15. The method for game play of claim 1 wherein the options are presented in a graphical display.

16. The method for game play of claim 15 wherein the graphical display has one object for each option.

30 17. The method for game play of claim 16 wherein the display is a numbered box.

18. The method for game play of claim 16 wherein the display is a lettered

object.

19. The method for game play of claim 16 wherein the display includes graphical images of objects.

20. The method for game play of claim 1 wherein the options are selected by a random selection.

21. The method for game play of claim 20 wherein the random selection is a ball draw.

22. The method for game play of claim 1 wherein the random selection is an electronic random number generator.

23. The method for game play of claim 1 wherein the random selection is a wheel.

24. The method for game play of claim 1 wherein a response is received whether the third option is selected or not.

25. The method for game play of claim 24 wherein the third option includes a positive option and a negative option.

26. The method for game play of claim 25 wherein the positive option is a monetary amount.

27. The method for game play of claim 1 wherein the positive option is a monetary multiplier.

28. The method for game play of claim 27 wherein the multiplier is a doubler.

29. The method for game play of claim 1 wherein the final level is a monetary value.

30. The method for game play of claim 29 wherein the monetary value of the final level is carried over to a subsequent game play.

5 31. The method for game play of claim 1 wherein the final level is achieved, and offering game play in a second game.

32. The method for game play of claim 31 wherein the second game includes a plurality of levels.

10 33. The method for game play of claim 32 wherein the levels of the second game overlap with the levels of the first game.

15 34. The method for game play of claim 33 wherein the overlap is a single monetary amount of overlap.

35. The method for game play of claim 1 wherein a vesting level is provided.

20 36. The method for game play of claim 35 wherein the vest level is increased through game play.

37. A method of game play by a player in a game chance, comprising the steps of:

25 presenting a first plurality of random options, wherein at least one option is a positive option, one option is a negative option and a third option includes an intermediate display which does not reveal the ultimate content of the option,

prompting the player for a second decision of whether to reveal the ultimate content of the display, where

30 if the player responds to reveal the ultimate content, revealing the content of one of at least one positive event and a negative event, and

if the player responds to not reveal the ultimate content, a first plurality of random option is presented.

38. The method for game play of claim 37 wherein the positive event of the second decision is a monetary amount.

39. The method for game play of claim 38 wherein the positive event of the second decision is a safe level.

40. The method for game play of claim 38 wherein the positive event of the second decision is a numeric multiplier.

41. The method for game play of claim 40 wherein the numeric multiplier is a numeric multiplier.

42. The method for game play of claim 41 wherein the doubler is a monetary doubler.

43. The method for game play of claim 37 wherein the negative option in the second decision has the same probability of a negative decision in the remaining first plurality of random options.

44. The method for game play of claim 37 wherein the presentation of options includes at least one high resolution display.

45. The method for game play of claim 37 wherein the presentation of options includes text for certain options and graphical images for other options.

46. The method for game play of claim 37 wherein the system receives voice response from the player.

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47. A game of chance comprising the steps of:

receiving a buy-in from a player,

randomly selecting multiple indicia from a predefined set,

providing the player with a graphical depiction of the randomly selected indicia,

randomly selecting a second group of multiple indicia from the predefined set,

comparing the first and second sets under a predefined set of rules to establish a

winner, and

providing payment to those winning under the rules.

48. The game of claim 47 wherein the predefined set is from 1 to 10.

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49. The game of claim 47 wherein the predefined set includes non-numeric indicia.

50. The game of claim 47 wherein five indicia are randomly selected.

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51. The game of claim 47 wherein the graphical depiction includes an image of a number.

52. The game of claim 51 wherein the graphical depiction includes a number on a ball.

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53. The game of claim 47 wherein the amount of the buy-in is indicated by the player.

54. The game of claim 47 wherein the player communicates with the system on-line.

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55. The game of claim 47 wherein the player communicates with the system over a telecommunications network.

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56. The game of claim 55 wherein at least one player communicates over a wireless network.

57. The game of claim 55 wherein at least one player communicates over a wired network.

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58. A lottery game comprising the steps of:
randomly selecting a target number from a first range of numbers having a

minimum and maximum number,

presenting a indication of the target number to the player,

selecting a number for the player, the number being selected from a second range,
having a minimum and maximum, where the maximum is equal to or less than $\frac{1}{2}$ of the
5 minimum of the first range,

receiving an indication from the player whether to draw again, and if so, randomly
selecting a number from the second range, accumulating the total of the player's draws,
and repeating this step until either the player declines to draw or the total exceeds the
target number, and

10 in the event the player declines to draw, randomly selecting numbers from the
second range, accumulating those numbers, comparing them to the player's accumulated
amount, and

assigning as to the winner whomever has a total closest to, but not exceeding, the
target.

15 59. The lottery game of claim 58 wherein the first range has a minimum of 20.

60. The lottery game of claim 58 wherein the first range has a minimum of 21.

20 61. The lottery game of claim 58 wherein the first range is from 20 to 50.

62. The lottery game of claim 58 wherein the maximum of the first range is
less than 100.

25 63. The lottery game of claim 58 wherein the system indicates the odds that a
draw will cause the player's total to exceed the target number.

64. The lottery game of claim 58 wherein the result is a push if the player's
number and the system number are equal.

30 65. A method for game play comprising the steps of:
performing a first lottery selection of a series of randomly drawn numbers,
receiving from a player an indication whether the next randomly drawn number

will be higher or lower than the preceding number, and

if correct, awarding winnings correlated to the amount of the randomly drawn number, and

continuing until the player fails to predict the high/low outcome, or elects to stop.

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66. A game of chance comprising the steps of:

randomly selecting a player's target number within a predefined range of numbers, the range having a minimum and a maximum,

randomly selecting a series of numbers for use in a lottery game,

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the minimum of the predefined range of numbers being at least equal to the sum of the lowest possible total for the series of the lowest possible total for the series of numbers and the maximum of the predefined range of numbers,

totaling the random selected series of numbers through the conclusion of the selection, and

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assigning prize amounts to players having a player's number not exceeding the total based upon the proximity of the player's number and the total number.

67. The game of chance of claim 66 wherein prizes are awarded only to those player's whose total is within a predefine zone from the target number.

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68. A game comprising the steps of:

sequentially drawing a plurality of random numbers for use in a first game,

after each draw, determining the number of potentially winning tickets that remain,

and

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play a secondary game based upon the number of potentially winning tickets.

69. The game of claim 68 wherein the secondary game utilizes the absolute number of remaining players.

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70. The game of claim 68 wherein the absolute number of remaining players is compared to a predetermined number.

71. The game of claim 68 wherein only certain digits of the number are

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utilized.

72. The game of claim 68 wherein only the last digit is utilized.

5 73. The game of claim 68 wherein the last digit is compared to the prior number to determine it if is higher or lower.

74. The game of claim 68 wherein the number of times a specified number occurs.

10 75. A method of game play comprising the steps of:
randomly selecting a target number from a first predefined range of numbers, the range having a minimum number,

15 randomly selecting a number for a player from a second range of numbers, the second range having a maximum that is no more than $\frac{1}{2}$ of the minimum number for the first predefined range,

receiving an indication from the player as to whether to select a next random number from the second range of numbers, and if so,

adding the selected numbers,

20 comparing the added numbers with the target number, and if the numbers match, awarding a prize to the player.

25 76. The method of claim 75 further including the step of permitting the player to hold when their added number is within a predetermined number from the target number.

77. The method of claim 75 wherein the predetermined number is one.

30 78. A method for entry by a player into a game played over an electronic communication system, comprising the steps of:

purchasing a ticket containing a participation number from a physical retail location,

entering the participation number into the electronic system,

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level of difficulty of game play.

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